

# Steven Gorlicki

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## EDUCATION

University of California, Irvine

Sep. 2022 - Jun. 2025

*B.S in Software Engineering*

*Irvine, CA*

- **Awards & Achievements:** 2nd Place, ICS Project Expo | Regents Scholar | 2023, 2025 Dean's List
- **Related Coursework:** Programming in (Python, C++, Java), Neural Networks & Deep Learning, Computer Networks, Data Structures & Algorithms, Operating Systems, Data Mining, HCI

## WORK EXPERIENCE

ID Tech Camps

Jun. 2025 - Aug. 2025

*STEM Instructor – Summer 2025*

*Irvine, CA*

- Led Vex Robotics curriculum covering mechanical design principles, gear ratio optimization for speed-torque trade-offs, and autonomous navigation programming using C++ and Scratch.
- Instructed students in Unity and Roblox Studio VR game development, covering XR rig setup, collision detection, object interaction systems, teleportation/movement mechanics, and visual scripting.
- Instructed 50+ students aged 11-16, receiving 95% positive evaluations from students and parents.

UCI Health - Sleep Study Lab ([Android](#) - [iOS](#))

Jan 2025 - Jun. 2025

*Game Developer / Research*

*Irvine, CA*

- **Developed 44 minigames** for a pediatric somnology research group to improve user engagement to reduce dropout by over 20%, while preserving performance levels from the original task.
- Refactored shared minigame templates to support modular reuse, allowing 6 developers to work in parallel, drastically increasing production speed and reducing technical debt for future teams.
- Served as **Scrum Master** during a 2-week sprint, coordinating tasks via **Trello** and stakeholder check-ins, enabling the smooth delivery and integration of 8 minigames.

## PROJECTS

BookTracker ([Github](#))

- Developed a full-stack personal library app with in-app web searching, spreadsheets, and a wishlist.
- Integrated **Google Books API** and custom **web scraping tools** to fetch and display book metadata and covers.
- Optimized backend to handle up to **1000** book requests per day, loading each asynchronously using multithreading in under **200** ms.

AI Sign Language Translator ([PDF](#))

- Designed and trained a **CNN-LSTM encoder-decoder** model achieving a **BLEU** score of **7.0** on continuous sign language translation, nearly matching performance of baseline models.
- Processed and aligned 40GB of How2Sign video data, extracting **216** hand, face, and body keypoints per frame using **MediaPipe** and applying per-sample normalization and chunking.
- Built a custom encoder-decoder Transformer in **PyTorch** for translating pose data into textual output.

Website - Black in Tech @ UCI ([Website](#))

- Co-led development of a website for a student organization using **React**, **JavaScript**, and **CSS** with the goal of expanding outreach and connecting members to professional resources and conferences.
- Implemented dynamic event displays that automatically update based on date, time, and event details.
- Manually configured and deployed the website on a **VM** through an HPC Linux Cluster using **nginx**.

## SKILLS & INTERESTS

- **Technical Skills:** Python, C++, Unity C#, React, Javascript, AI / Machine Learning, Data Processing, Agile and Scrum, Game Development.
- **Soft Skills:** Project Management, UX/UI Design, Problem-Solving, Customer Service.
- **Personal (Fun) Projects:** [Sudoku Solver \(25x25\)](#), [Simple Tile Matching Game Environment](#), [Game Design Document](#)
- **Interests:** Intramural sports (Soccer and Volleyball), Rock Climbing, Video Games (Esports), and I have two dogs!